

=====How Leveling Works=====

Legends: **Purple**=Stealth | **Blue**=Magic | **Red**=combat

Numbers 1-21: Order as shown in game. Colored tells what attribute it belongs to

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Specialization: You will get to choose one specialization. Choose the specialization that has the majority of attributes you plan on using. This will increase the specialized skills +10 from the start and increase faster.

Birth sign: Just read each one as some just help with governing attributes while some give you other type of powers or buffs

Favorite Attributes: You get to choose two. As the choice is obviously yours, it is ideal to choose two you plan on leveling according to the attributes affiliated with it. Example: If you plan on using **Security**, **Sneak** and **Marksman**, then Agility would be your best choice as it will help level those governing attributes being in your two favored selection.

Skills: You get to choose 7. Your selection should be affiliated with the two favorite attributes you chose, as those will dictate your leveling progress.

Example: I want to make a Paladin. My two favorite attributes would be **Willpower** and **Endurance** because the 7 skills I choose would be **Alteration**, **Armorer**, **Blade**, **Block**, **Heavy Armor**, **Restoration**, **Speechcraft**.

=====Oblivion: Specialization, Attributes & Skills=====

Specialization:

Stealth: Acrobatics, Light Armor, Marksman, Mercantile, Security,

Sneak, speechcraft.

Magic: alchemy, Alteration, Conjuration, Destruction, Illusion,

Mysticism, Restoration

Combat: Armorer, Athletics, Blade, Block, Blunt, Hand-to-Hand,

Heavy Armor

Attributes:

Strength: Blunt | Blade | Hand-to-hand

Intelligence: Alchemy | Conjuration | Mysticism

willpower: Destruction | Alteration | Restoration

Agility: Security | Sneak | marksman

Speed: Athletics | Light Armor | Acrobatics

Endurance: Block | Armorer | Heavy Armor

Personality: Speechcraft | Mercantile | Illusion

Luck: [No governing attributes]

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Skills(21):

01)Acrobatics

02)Alchemy

03)Alteration

04)Armorer

05)Athletics

06)Blade

07)Block

08)Blunt

09)Conjuration

10)Destruction

11)Hand-to-hand

12)Heavy Armor

13)Illusion

14)Light Armor

15)Marksman

16)Mercantile

17)Mysticism

18)Restoration

19)Security

20)Sneak

21)Speechcraft